GR 99 P 1196

<u>Abstract</u>

Method and arrangement for storing and accessing an object by means of a computer

A method for storing an object by means of a computer is disclosed, in which a second object is determined by a first object being modified by a predefined process which has at least one parameter. An index is determined by reference to the at least one parameter. The second object is stored in a memory, referencing of the second object being carried by reference to its index.